

CLAIMS

1. A method for controlling access to computer readable media, comprising the operations of:

receiving a digital authentication ticket from a client device using a computer system
5 having particular computer readable content, wherein the digital authentication ticket includes a digital code;

determining whether the digital authentication ticket corresponds to the particular computer readable content;

allowing access to the particular computer readable content when the digital
10 authentication ticket corresponds to the particular computer readable content; and

preventing access to the particular computer readable content when the digital authentication ticket does not correspond to the particular computer readable content.

2. A method as recited in claim 1, further comprising the operation of transmitting
15 the digital authentication ticket to the client device in response to receiving a request for the digital authentication ticket.

3. A method as recited in claim 2, further comprising the operation of processing
the request for the digital authentication ticket, wherein the processing includes charging a fee
20 to a user.

4. A method as recited in claim 2, wherein the request is received using a payment server located remotely from the client device.

5. A method as recited in claim 4, further comprising the operation of transmitting the digital authentication ticket from a game server to the payment server, the game server storing a plurality of digital authentication tickets.

6. A method as recited in claim 1, wherein the computer system is located locally to the client device.

10

7. A method as recited in claim 1, wherein the digital authentication ticket is transmitted wirelessly from the client device to the computer system.

8. A method as recited in claim 1, wherein the digital authentication ticket is transmitted wirelessly from the payment server to the client device.

9. A system for controlling access to computer readable media, comprising:
a payment server capable of receiving a request for a digital authentication ticket corresponding to particular computer readable content, the payment server further capable of transmitting the digital authentication ticket to the client device; and

a computer system having the particular computer readable content, the computer system capable of receiving the digital authentication ticket from the client device,

wherein the computer system includes program instructions that prevent access to the particular computer readable content when the digital authentication ticket does not correspond
5 to the particular computer readable content.

10. A system as recited in claim 9, wherein the payment server processes the request for the digital authentication ticket, the processing including charging a fee to a user.

10 11. A system as recited in claim 9, wherein the payment server is located remotely from the client device.

12. A system as recited in claim 9, further comprising a game server storing a plurality of digital authentication tickets, wherein the game server transmits the digital
15 authentication ticket to the payment server.

13. A system as recited in claim 9, wherein the computer system is located locally to the client device.

20 14. A system as recited in claim 9, wherein the digital authentication ticket is transmitted wirelessly from the client device to the computer system.

15. A system as recited in claim 9, wherein the digital authentication ticket is transmitted wirelessly from the payment server to the client device.

5 16. A system as recited in claim 9, wherein the computer readable content is stored on a computer readable medium.

17. A system as recited in claim 9, wherein the game server transmits the computer readable content to the computer system.

10 18. A computer program embodied on a computer readable medium for controlling access to computer readable media, comprising:

computer instructions that receive a digital authentication ticket from a client device using a computer system having particular computer readable content, wherein the digital authentication ticket includes a digital code;

15

computer instructions that determine whether the digital authentication ticket corresponds to the particular computer readable content; and

computer instructions that prevent access to the particular computer readable content when the digital authentication ticket does not correspond to the particular computer readable content.

20

19. A computer program as recited in claim 18, wherein the digital authentication ticket is transmitted from a payment server to the client device in response to receiving a request for the digital authentication ticket.

5 20. A computer program as recited in claim 19, wherein the digital authentication ticket is transmitted from a game server to the payment server, the game server storing a plurality of digital authentication tickets.

21. A computer program as recited in claim 20, wherein the digital authentication
10 ticket is transmitted wirelessly from the payment server to the client device.

22. A computer program as recited in claim 18, wherein the digital authentication ticket is transmitted wirelessly from the client device to the computer system.

15 23. A computer program as recited in claim 18, further comprising the computer instructions that invalidate the digital authentication after determination that ticket the digital authentication ticket corresponds to the particular computer readable content.